

# WHO WEARS THE CROWN.

an Entire New Game.



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### Directions for Playing.

I. **THIS** Game is played with a Tetotum, which is to be numbered on its several sides with pen and ink, and any number may play at it.  
 II. Each player must be provided with twelve counters, and a mark; each mark to be of a different colour, that every player may know his own.  
 III. Before the commencement of the game, each player must deposit four counters into the bank.  
 IV. Let each player spin the Tetotum, and he who turns up the highest number, is to begin.  
 V. Let the first player spin, and placing his mark on the number turned up, refer to the same number in the explanation.  
 VI. If two players arrive at the same number, the last comer shall return to his former place, and receive two counters from the bank, and stay till his next turn.  
 VII. Whenever it comes to a player's turn to spin again, he is to add the number turned up to his former one, and refer accordingly, and in this manner proceed till some one arrives at the King.

#### 1. THE TELESCOPE.

He who gets possession of the Telescope No. 1, may go and take a view of the Comet, No. 6, receive two counters from the bank, and wait till his turn come again.

#### 2. THE HIVE.

If you turn to the Hive, you will feel much pleasure in taking it to the Bees, No. 7, for which you may demand one counter from each player, and turn the tetotum again.

#### 3. THE PLOUGH.

He who spins to the Plough may be enabled to plough the Field, No. 8, to which he must take it, receive two counters from the bank, and stay till his next turn.

#### 4. THE SHEPHERD.

He who turns to the Shepherd must proceed to the Sheep, No. 9, and be rewarded for his care of them by receiving one counter from each player, and spin again.

#### 5. THE MILKPAIL.

When any of the players get possession of the Milkpail, they are to take it to the Cow, No. 10, call at the Bank for two counters, and wait till their next turn.

#### 6. THE COMET.

He who spins to the Comet before he has turned to the Telescope No. 1, must pay two counters into the bank, and begin the Game again.

#### 7. THE BEES.

Any one who disturbs the Bees without bringing the Hive from No. 2, must, for such intrusion, pay four counters into the bank, go back to the number he last spun from, and stop till the players have spun four rounds.

#### 8. THE FIELD.

He who turns his tetotum to the Field, will find it a useless journey, and the Corn cannot be sown, unless he bring the Plough, No. 3, with him; if he

come without it, he must go to the number he spun from, and pay two counters into the bank.

#### 9. THE SHEEP.

The Sheep must not be visited by any one but the Shepherd, No. 4; if any other should dare to intrude, he must pay one counter to each player, and return to the last number he spun from.

#### 10. THE COW.

If you spin to the Cow without having turned to the Milkpail, No. 5, you must go back to the last number you spun from, pay two counters into the bank, and stop till the players have spun twice.

#### 11. THE SICKLE.

If you have turned to the Sickle, you may proceed to the Corn Field, No. 10, and as it is ripe and in a proper state for reaping, you will be handsomely rewarded for your industry, by being paid five counters from the bank, and wait till your next spin.

#### 12. THE CORN-SACK.

As the Corn is threshed, should you have the good luck to spin to the Corn-sack, carry it to the Mill, No. 17.

#### 13. THE CAGE.

If you spin to the Cage, take it to the Bird, No. 18, and by carefully putting it into the Cage, you will receive two counters from the bank, and spin again.

#### 14. THE ARROW.

If you like to amuse yourself with shooting at a mark, you may carry the Arrow to the Bow, No. 19, then take two counters from the bank, and turn again.

#### 15. THE DRUMSTICKS.

As you have obtained possession of the Drumsticks, take them to the Drum, No. 20, then go to the bank, receive two counters, and wait till your next spin.

#### 16. THE CORN-FIELD.

He who turns to the Corn-Field without his Sickle, No. 11, must, for his neglect, give each player one counter, return to his last turn, and wait till all the players have spun twice.

#### 17. THE MILL.

If it be your intention to have your Corn ground in the Mill, you must not forget to bring the Corn-sack from No. 12, if you do you must pay three counters into the bank, return to your number and there stay, till the players have spun once round.

#### 18. THE BIRD.

Should you turn to the Bird before you have turned to the Cage, No. 13, you shall pay a penalty of two counters into the bank, and one to each player.

#### 19. THE BOW.

If you come to the Bow before you have spun to the Arrow, No. 14, you are to put into the bank two counters, and return to the last number.

#### 20. THE DRUM.

To hear the sound of a Drum, you must first bring the Drumsticks, No. 15, to it, for if you turn to the Drum without them, you must forfeit to each player one counter, return to your last number, and stay till every player have spun twice.

#### 21. THE FIRE-IRONS.

If you can bring with you the Fire-irons, you must carry them to the Grate, No. 26, take two counters from the bank, and spin again.

Should any player turn to the Cannon-ball, he must take it to the Cannon, No. 27, receive one counter from each player, and spin his tetotum again.

#### 23. THE HORSE.

If you are so fortunate as to turn the Horse, lead him to the Chaise, No. 28, then you may take a pleasant ride to the bank, where you may receive two counters, and take another spin.

#### 24. THE BATTLEDORE.

As you have turned to the Battledore, take it to the Shuttlecock, No. 29, go to the bank for two counters, and play a game till your next spin.

#### 25. THE HATCHET.

He who turns to the Hatchet is to take it to the Block, No. 30, to have two counters from the Bank, and exercise himself in chopping the wood till his next spin.

#### 26. THE GRATE.

If you come to the Grate without the Fire-irons, No. 21, you must go to that number to fetch them, and wait till your turn comes to spin again.

#### 27. THE CANNON.

Should you spin to the Cannon before you have spun to the Cannon-ball, No. 22, you must return to the number you last turned from, pay two counters into the bank, and wait till your next spin.

#### 28. THE CHAISE.

If you go to the Chaise without bringing the Horse, No. 23, you cannot take a pleasant ride, but must now go on foot to the bank, pay two counters into it, and stay here till the players have spun twice.

#### 29. THE SHUTTLECOCK.

You cannot play the game unless you bring the Battledore, No. 24, to the Shuttlecock; therefore pay to each player one counter, and return to the number you last spun from.

#### 30. THE BLOCK.

You will never be able to chop the wood on the Block if you forget to call for the Hatchet, No. 25; for this neglect you are to pay one counter into the bank, go back to the number you last spun from, and remain till your next spin.

#### 31. THE KEY.

Any player who turns to the Key may take it to the Lock, No. 36, and wait there till his next spin.

#### 32. THE PESTLE.

Take the Pestle to the Mortar, No. 37, then call at the bank for two counters, and wait till your next spin.

#### 33. THE ANCHOR.

If any of the players have a desire to go a voyage by sea, they must take the Anchor to the Ship, No. 38, call at the bank for two counters, and spin again.

#### 34. THE BAYONET.

The player who turns to the Bayonet should carry it to the Gun, No. 39, for which he may receive two counters from the bank, and spin again.

#### 35. THE BELL.

As you have turned to the Bell, take it to the Bellman, No. 40, go to the bank for two counters, and wait till your next spin.

#### 36. THE LOCK.

If you spin to the Lock and have not brought the Key, No. 31, with you, you must pay one counter to the bank, one to each player, go back to the place from which you spun, and wait till your next turn.

#### 37. THE MORTAR.

If you don't come to the Mortar from the Pestle, No. 32, it will prevent you from pounding any thing in it, so pay two counters into the bank, return to the number you last spun from, and stay till your next spin.

#### 38. THE SHIP.

You will be disappointed of a voyage by sea, if you do not bring the Anchor, No. 33, to the Ship, you must then be infallibly wrecked, and lose all chance of the game.

#### 39. THE GUN.

If you should be so careless as to spin to the Gun before you have spun to the Bayonet, No. 34, for your carelessness you must take three counters to the bank, return to the number you last spun from, and wait till the players have spun twice.

#### 40. THE BELLMAN.

Unless you bring the Bellman to the Bell from No. 35, you must pay four counters into the bank, return to the last place you spun from, and remain till your next turn.

#### 41. THE CORKSCREW.

If you take with you the Corkscrew to the Bottle, No. 46, you may help yourself to a glass of wine and spin again.

#### 42. THE BILL.

If you have a Bill you may take it to the Bank, No. 47, and receive four counters, then turn your tetotum again.

#### 43. THE PARSON.

If you call upon the Parson, you may conduct him to the Pulpit, No. 48, for which call at the bank for three counters, and wait till your next turn.

#### 44. THE HUNTSMAN.

The Huntsman must go to his Hounds, No. 49, and keep them in order for the chase; for his proper attention to them, he may demand one counter from every player, and remain till his next turn.

#### 45. THE KING.

He who becomes King must go to take possession of the Crown, No. 50, and win the Game.

#### 46. THE BOTTLE.

You cannot help yourself to a glass of wine from the Bottle, unless you bring the Corkscrew, No. 41; if you forget to bring it with you, pay two counters into the bank, and return to the number you last spun from.

#### 47. THE BANK.

If you enter the Bank without having brought the Bill, No. 42, with you, pay five counters to the Bank, go back to the number you last turned from, and stay till your next spin.

#### 48. THE PULPIT.

He who forgets to call on the Parson, No. 43, to conduct him to his pulpit, shall pay a fine of three counters to the Bank, one to each player, go back to the last number you spun from, and wait till your next spin.

#### 49. THE HOUNDS.

Whoever turns to the Hounds before they have called on the Huntsman, No. 44, must pay into the Bank two counters, retrace his steps back to the last number, and wait till his next spin.

#### 50. THE CROWN.

When the King arrives at the Crown, he is entitled to the whole contents of the Bank; but every player not properly qualified, must forfeit six counters, and return to No. 40.



